

MODERATE

Jonathan N. Havens

Suffolk County

Born: June 18, 1757, Shelter Island

You are Jonathan Nicoll Havens, born June 18, 1757, on Shelter Island, Suffolk County, New York, in Long Island Sound. The island's original name was Manhansack-aha-quash-qwamock, meaning "Island Sheltered by Islands," in the language of the Manhanset Indians, one of several indigenous tribes.

Shelter Island has an interesting colonial history. It and Long Island were part of the land grant issued to the Plymouth Company by King James I (1620). James's successor, Charles I, transferred ownership of Long Island to William Alexander, first Earl of Stirling, because no settlement had yet occurred there. The first earl deeded Shelter Island and Robin's Island to his agent and attorney, James Farret. Farret in turn sold the islands to Stephen Goodyear (a founder of New Haven Colony), and Goodyear sold the islands to Nathaniel Sylvester, a Barbados sugar merchant. Sylvester, the first white settler, died in 1680. The estate then passed to his sons, Giles and Nathaniel II. Giles sold land to a new arrival named William Nicoll, and Nathaniel sold land to another new arrival named George Havens. By the early eighteenth century, twenty families lived on Shelter Island. The town of Shelter was incorporated by the provincial government in 1730.

You are a descendant of William Nicoll and George Havens. Your father, James Nicoll Havens, was the first town supervisor on the island. After graduating from Yale College in 1777, you served for four years as Shelter Island town clerk (1783–87).

Beginning in 1786 you have been a member of the state assembly, reelected to the office this spring.

The voters of Suffolk County have favored you additionally with election to the New York State Ratifying Convention meeting in Poughkeepsie to accept or reject the Constitution. You once declared your indifference about the convention, saying that you cared "not a fig" if you attended. But you feared the ridicule of being left off the list of Federalist candidates due to suspicion of your having Antifederalist sympathies. In any event, you were elected on the "anti" ticket.

People are uncertain about your affiliation, and by all appearances you are a Moderate. But in truth you are more a Federalist plant inside the Moderate camp and will serve as the liaison to the Federalist faction.

Game Play Instructions

Consult the Moderate role sheet for your primary instructions.

You are the Moderate liaison who cooperates with the Federalist party, led by Robert Livingston and Alexander Hamilton. As liaison, you are more set in your views than the other Moderates, who are fully indeterminate and free to vote as they see fit. You, by contrast, will vote with the Federalists, including voting to ratify the Constitution, if rated Federalist by the instructor. Your job is twofold: (1) to recruit Moderates to the Federalist side and (2) to persuade your recruits to join in the debates that follow formal speechmaking with questions, comments, or declarations supportive of Federalist positions. Those speaking in debate double their votes on the issues to which they speak. You double your vote for the final vote if the Constitution is rated Federalist by the instructor.

It is paramount that the Moderates (excepting you) operate as fair-minded judges of the speeches and proposals offered by others, honest brokers without interests or objectives of their own. Thus your only tool of persuasion is persuasion itself — no deals, bribes, or threats. Take your arguments from *An Address to the People of the State of New York* by "A Citizen of New York," generally known to be John Jay.

Because you don't write and deliver speeches (not enough time), you instead take a short exam, before the start of the game, based on the Gordon Wood reading found in the game book. The exam winner(s) casts an extra vote throughout the game, including the final vote to ratify or reject the Constitution.

